

**Table 1 (cont')**

```
for (nn = nm = 0, more = 1; more; ) {
    for (i = more = 0; i < 2; i++) {
        /*
        * do we have more of this sequence?
        */
        if (!*ps[i])
            continue;

        more++;

        if (pp[i].spc) { /* leading space */
            *po[i]++ = ' ';
            pp[i].spc--;
        }
        else if (siz[i]) { /* in a gap */
            *po[i]++ = '-';
            siz[i]--;
        }
        else { /* we're putting a seq element
            */
            *po[i] = *ps[i];
            if (islower(*ps[i]))
                *ps[i] = toupper(*ps[i]);
            po[i]++;
            ps[i]++;

            /*
            * are we at next gap for this seq?
            */
            if (ni[i] == pp[i].x[ij[i]]) {
                /*
                * we need to merge all gaps
                * at this location
                */
                siz[i] = pp[i].n[ij[i]] + +;
                while (ni[i] == pp[i].x[ij[i]])
                    siz[i] += pp[i].n[ij[i]] + +;
            }
            ni[i]++;
        }
    }
    if (++nn == olen || !more && nn) {
        dumpblock();
        for (i = 0; i < 2; i++)
            po[i] = out[i];
        nm = 0;
    }
}

/*
 * dump a block of lines, including numbers, stars: pr_align()
 */
static
dumpblock()
{
    register i;

    for (i = 0; i < 2; i++)
        *po[i]-- = '\0';
}
```

...pr\_align

dumpblock

**Table 1 (cont')**

**...dumpblock**

```
5      (void) putc('\n', fx);
      for (i = 0; i < 2; i++) {
          if (*out[i] && (*out[i] != ' ' || *(po[i]) != ' ')) {
              if (i == 0)
                  nums(i);
              if (i == 0 && *out[1])
                  stars();
10         putline(i);
              if (i == 0 && *out[1])
                  fprintf(fx, star);
              if (i == 1)
                  nums(i);
15     }
    }

/*
20  * put out a number line: dumpblock()
   */
static
nums(ix)
25 {
    int      ix;      /* index in out[] holding seq line */

    char      nline[P_LINE];
    register  i, j;
    register char *pn, *px, *py;

30  for (pn = nline, i = 0; i < lmax+P_SPC; i++, pn++)
        *pn = ' ';
    for (i = nc[ix], py = out[ix]; *py; py++, pn++) {
        if (*py == ' ' || *py == '-')
            *pn = ' ';
35     else {
            if (i%10 == 0 || (i == 1 && nc[ix] != 1)) {
                j = (i < 0)? -i : i;
                for (px = pn; j; j /= 10, px--)
                    *px = j%10 + '0';
40                 if (i < 0)
                    *px = '-';

                }
            else
                *pn = ' ';
45         i++;
    }
    }
    *pn = '\0';
    nc[ix] = i;
50  for (pn = nline; *pn; pn++)
        (void) putc(*pn, fx);
    (void) putc('\n', fx);
}

55  /*
   * put out a line (name, [num], seq, [num]): dumpblock()
   */
static
putline(ix)
60  int      ix;
{
```

**nums**

**putline**

**Table 1 (cont')**

...putline

```
int      i;
register char *px;

5  for (px = namex[ix], i = 0; *px && *px != ':'; px++, i++)
    (void) putc(*px, fx);
10 for (; i < lmax+P_SPC; i++)
    (void) putc(' ', fx);

    /* these count from 1:
     * ni[] is current element (from 1)
     * nc[] is number at start of current line
     */
15 for (px = out[ix]; *px; px++)
    (void) putc(*px&0x7F, fx);
    (void) putc('\n', fx);
}

20 /*
 * put a line of stars (seqs always in out[0], out[1]): dumpblock()
 */
static
25 stars()
{
    int      i;
    register char *p0, *p1, cx, *px;

30 if (!*out[0] || (*out[0] == ' ' && *(po[0]) == ' ') ||
    !*out[1] || (*out[1] == ' ' && *(po[1]) == ' '))
    return;
    px = star;
    for (i = lmax+P_SPC; i--;)
35         *px++ = ' ';

    for (p0 = out[0], p1 = out[1]; *p0 && *p1; p0++, p1++) {
        if (isalpha(*p0) && isalpha(*p1)) {
40             if (xbm[*p0-'A']&xbm[*p1-'A']) {
                cx = '*';
                nm++;
            }
            else if (!dna && _day[*p0-'A'][*p1-'A'] > 0)
45                 cx = '.';
            else
                cx = ' ';
        }
        else
50             cx = ' ';
        *px++ = cx;
    }
    *px++ = '\n';
55 *px = '\0';
}
```

stars